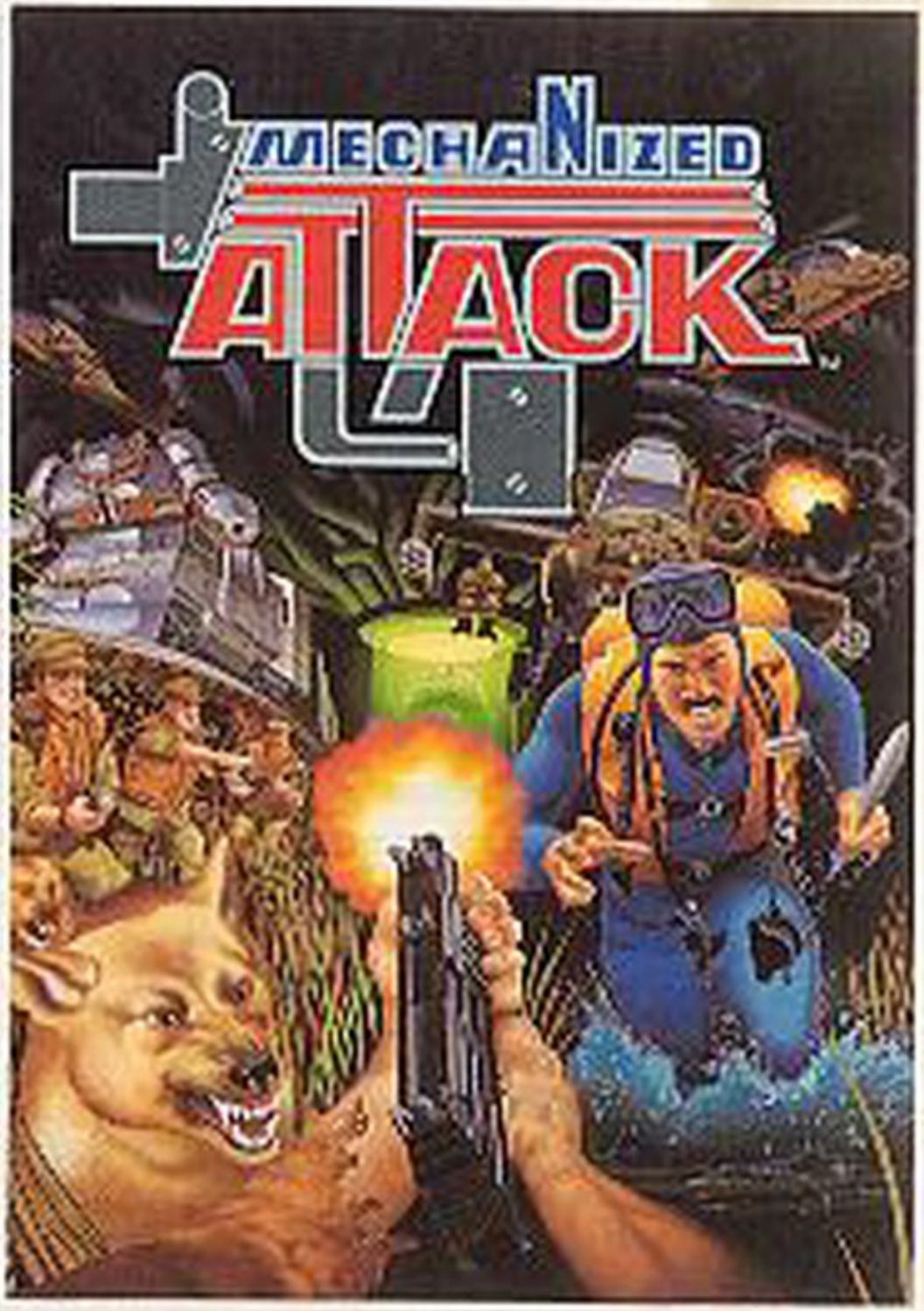
NES-A6-USA★

INSTRUCTION MANUAL

SNK



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Nintendo

ENTERTAINMENT SYSTEM®

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WARNING

- As this Game Pak is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the connectors and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the Game Pak from the Nintendo Entertainment System.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Thank you for selecting MECHANIZED ATTACK from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

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YOUR MISSION

At first, it looked like just another revolution. But reports have come in that the rebel forces are backed by an unusual array of high-tech weaponry – and that the rebel soldiers may actually be a fearsome new breed of fighting robots! If this revolution succeeds, the safety of the entire world may be threatened . . . And that's where you come in.

You must attempt to infiltrate the island base of the rebel forces. But before you even reach the shore, you'll have to contend with enemy gunboats, frogmen, choppers, and destroyers. If you make it to the island, you'll find it patrolled by enemy soldiers armed with daggers and grenades; vicious attack dogs; and lethal airborne probes, programmed to destroy intruders on sight. Other unknown dangers lie in wait as well. But if you manage to reach the rebel headquarters, you will face the most terrifying threat of all – only no one has made it back to reveal its nature.

You'll be equipped with a complete arsenal – an assault gun, rocket launcher and grenades – to provide you with a fully mechanized system of attack. You haven't got a minute to waste – it's time to launch your MECHANIZED ATTACK!

USING THE NES ZAPPER®

The game may be played using either the NES Zapper or Controller.

NOTE: When using the NES Zapper, the screen will flash each time the Zapper is fired. This is not a defect.

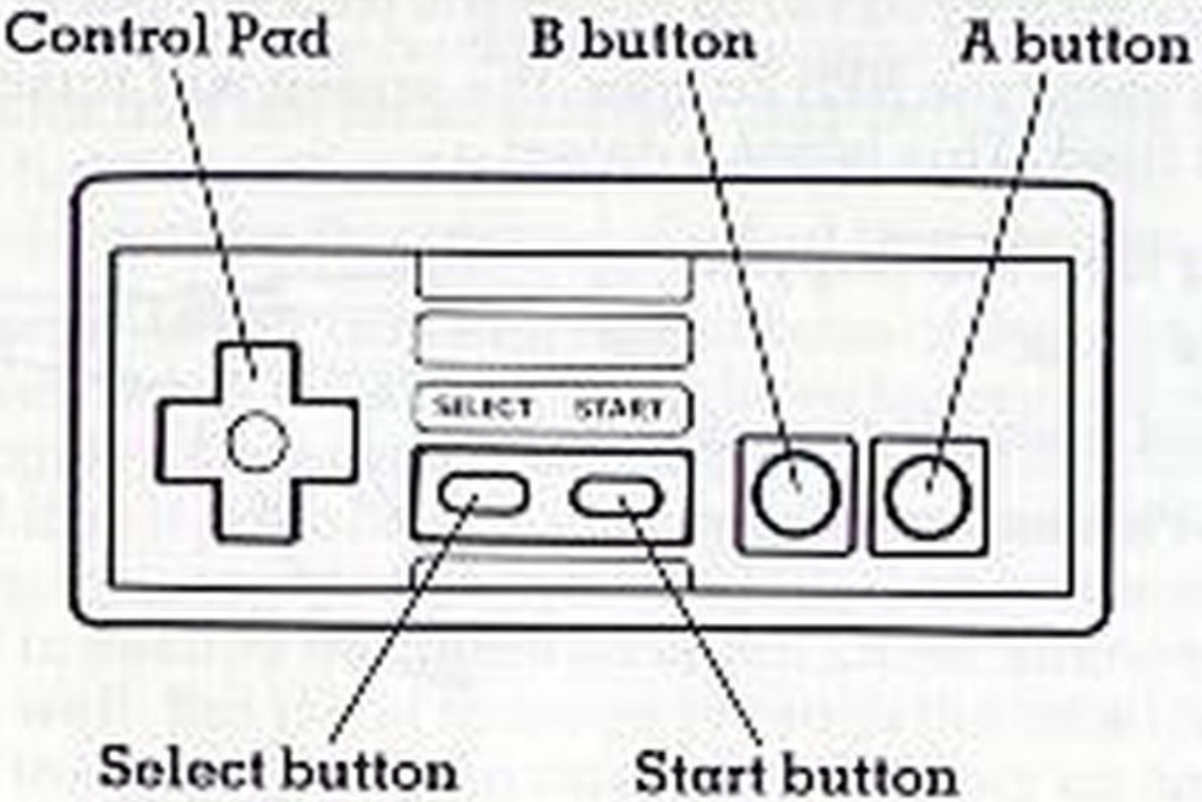
When Using the NES Zapper

Trigger: Fires guns.

A button: Hand grenade or rocket.

Start button: Pauses game.

USING THE CONTROLLER



A button: Throws hand grenade or fires rocket.

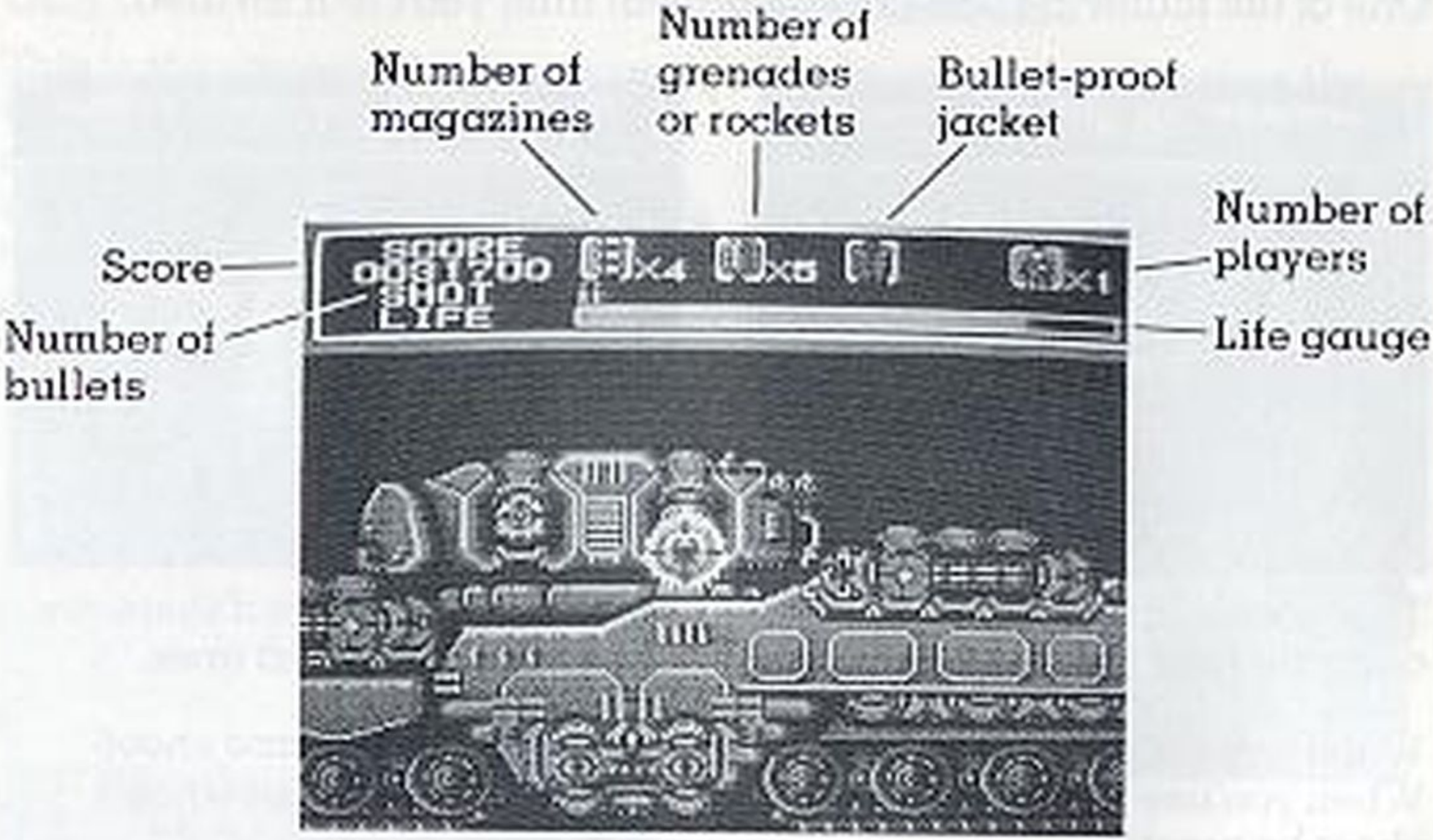
B button: Fires gun.

Start button: Starts and pauses game.

Select button: Not used.

Control pad: Moves sight.

SCREEN DISPLAY



STAGE SELECTION

One of the following screens will appear after you clear an area:

This screen appears if there is only one road in the next area.

This screen appears if there are two roads in the next area.

When you use the NES Zapper, point it at the character and shoot. When you use the Controller, focus the sight on the character and shoot by pressing B button.

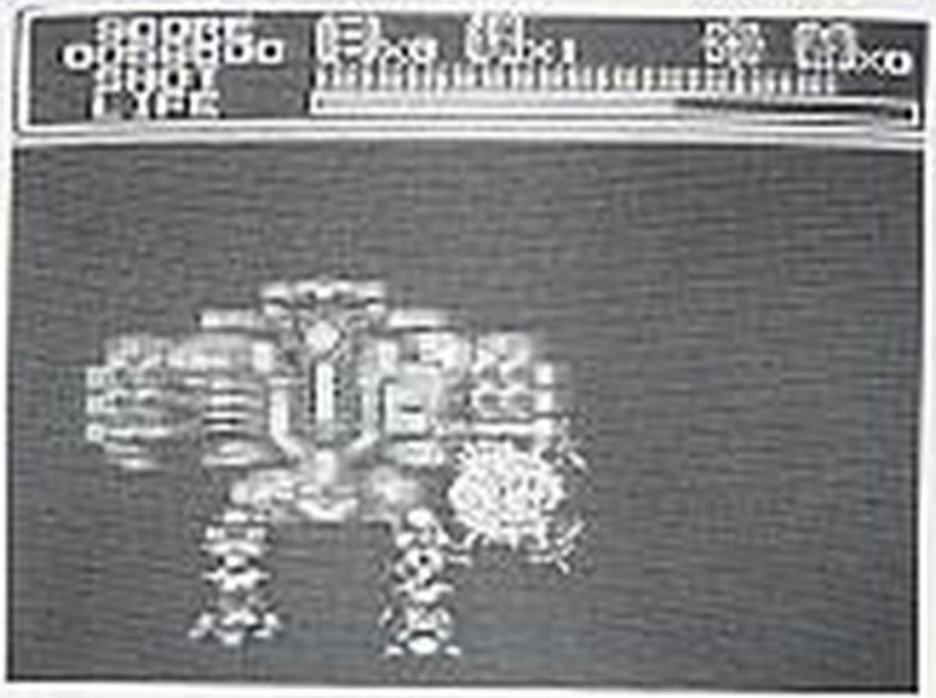
YOUR WEAPONS

Gun

This is the conventional weapon the hero (player) uses. Magazines can be supplemented up to nine during the game. When using the NES Zapper, it works as single-fire. When using the Controller, it acts as a machine gun.

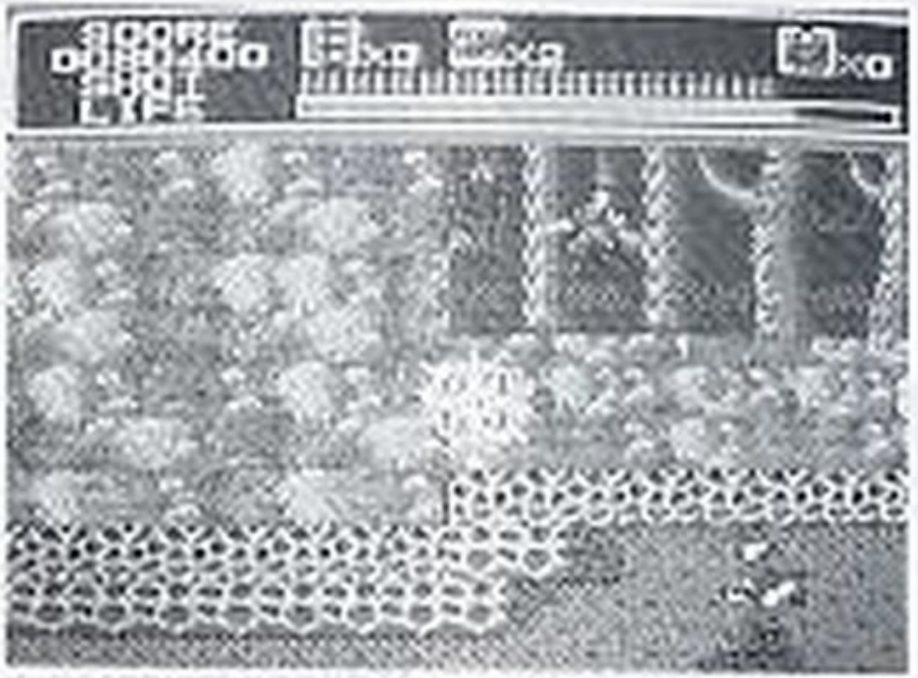
Hand Grenade

This is more powerful than the gun and gives damage to a wide range. This can be supplemented up to nine during the game.



Rocket

This gives more damage than a hand grenade. But you cannot use this and a hand grenade at the same time, and its number is limited to three. You can obtain these only during game play.



POWER-UP ITEMS

Player can obtain these items by shooting them.

Magazine

Per magazine: 40 shots.
Maximum stock: 9 magazines.
By NES Zapper: Single shot.
By Controller: Machine gun.

Grenade

Maximum stock: 9 grenades.

Rocket

Maximum stock: 9 rockets.

The display of Grenade on the screen is changed into Rocket when Rocket is obtained. You can't use Grenades again until you exhaust your Rocket supply.

Energy Drink

It will recover 5 life points.

First-Aid Kit

It will completely recover your life gauge.

Sniper's Sight

The target area becomes larger when you use this. This will be effective even after you lose a life.

Bullet-proof Jacket

Damage from enemies can be reduced by half when you use this. Like sniper's sight, this will be effective even after you lose a life. But if you choose CONTINUE, this will disappear.

Flare

The screen becomes light for a limited time when you use this.

1-Up

You receive one extra life.

NOTES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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